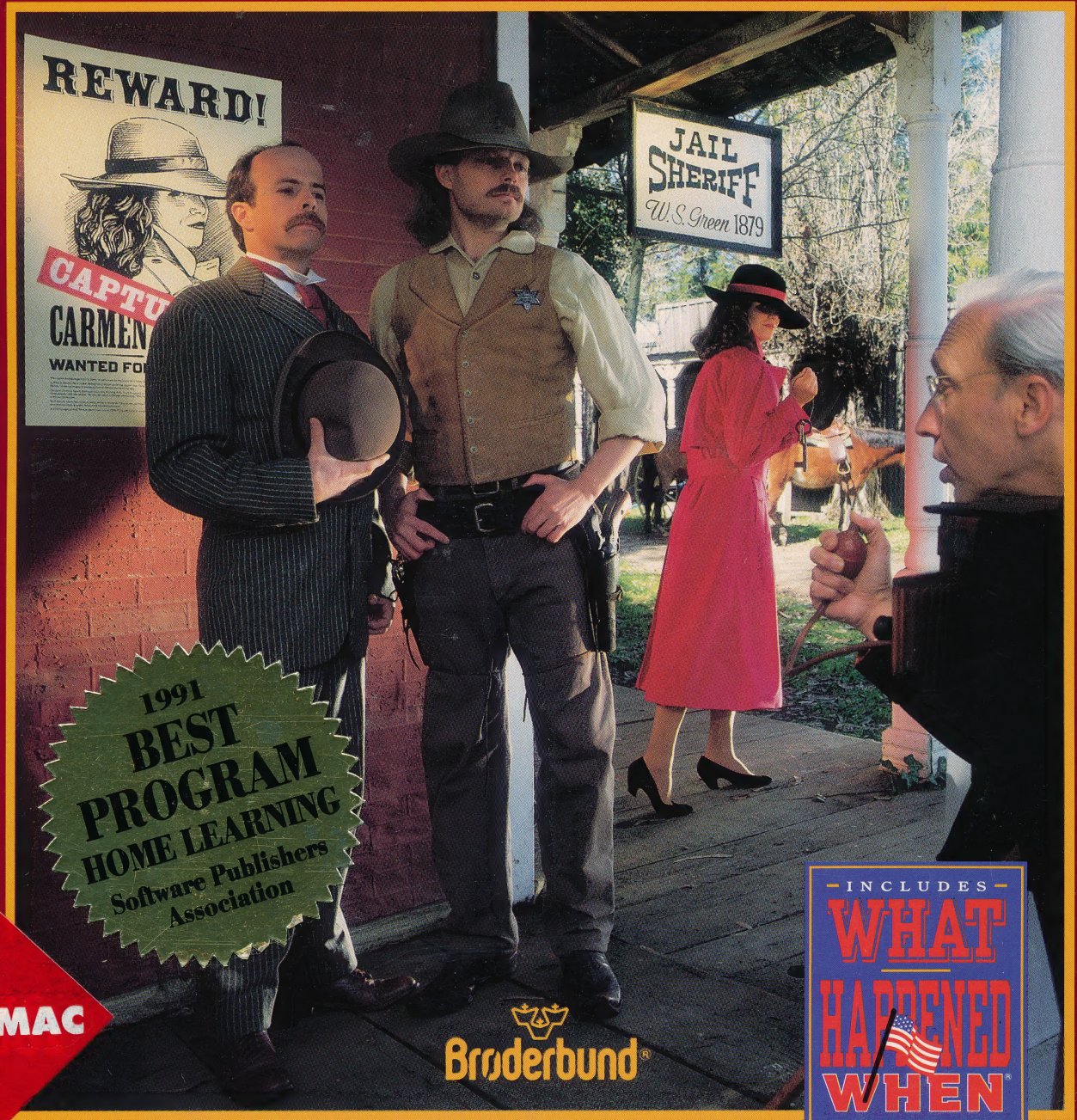
# WHERE IN AMERICA'S PAST IS CARMEN SANDIEGO?™

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WHAT
HAPPENED
WHEN®
A HISTORY OF LIFE IN AMERICA

# REWARD!

**U.S. POST OFFICE TELEGRAM**

AUSTIN, TEXAS 1600 CST

TO: SHERIFF W. S. GREEN, AUSTIN, TEXAS

SUBJECT: DUPLICATE COPY TELEGRAPH CORRESPONDENCE, CARMEN SANDIEGO FILE.

DEAR CHIEF – –

WE'VE DONE IT. CARMEN SANDIEGO IS IN HOOSEGOW, LOCKED UP TIGHTER THAN BEDBUG. I TRACKED HER TO LITTLE SOUTHWESTERN TOWN IN 1800'S. SHE WAS TRYING TO SWIPE PECOS RIVER. NABBED HER JUST IN TIME. THIS TIME, SHE'LL NEVER, REPEAT NEVER, ESCAPE.

BUSY MONTH. REPORTED TO PHILADELPHIA, 1752. SOMEBODY SNATCHED LIBERTY BELL. SUSPECT FOUND TO BE LUCINDA BOLTZ, AUTO MECHANIC, CHAUFFEUR AND CARMEN'S RIGHT-HAND WOMAN. I COLLARED HER, NOW SHE'S IN LOCKUP, TOO.

NEXT I TRAVELED TO 1927. TRACKED DOWN MARTY GRAW, WHO HAD HEISTED CHARLES LINDBERGH'S PLANE, THE SPIRIT OF ST. LOUIS. HAD HIM , BUT FORGOT TO GET A WARRANT. COURTS RELEASED HIM. WAS MY FACE EVER RED. IT WON'T HAPPEN AGAIN. I PROMISE.

I'M, OFF TO ROUND UP REST OF GANG. A TRICKY BUNCH. NEW REFERENCE BOOK, "WHAT HAPPENED WHEN," IS A BIG HELP. TELLS WHO, WHERE, SOMETIMES EVEN WHY.

DUTY CALLS. SAY HELLO TO ALL. GIVE STRETCH A SCRATCH BEHIND EARS FOR ME.

RESPECTFULLY, TENDERFOOT CHRIS

P.S. NEW CHRONOSKIMMER 450SL TIME MACHINE RUNNING LIKE A CHAMP!

**EVIDENCE**

POST-B-CARD

Dear Chief:

Having a wonderful time giving your gumshoes the slip. Try my newest caper and see if you do any better. It gives you:

- ✓ Over 1,200 clues about America's past.
- ✓ More than 200 years of U.S. history.
- ✓ Fifteen clever new cohorts to track down.
- ✓ Dazzling graphics and digitized sound.

But even with all that, you'll never catch me.

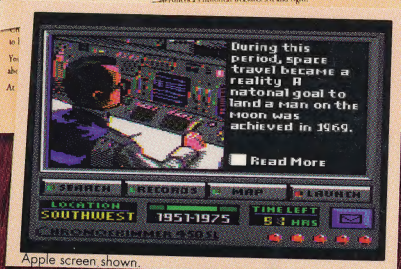
Elusively yours,

Carmen

IBM screen shown.

Macintosh screen shown.

IBM screen shown.




Apple screen shown.

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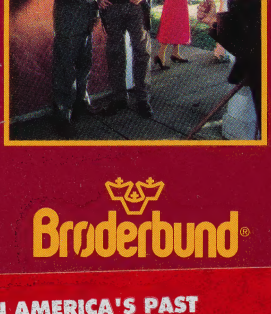


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**WHERE IN AMERICA'S PAST IS CARMEN SANDIEGO?**

**FOR MACINTOSH**

Plus • SE • Classic • SE/30 • LC • II Series

Hard disk required

Color and B&W • System 6.4 or higher for B&W; System 6.0.7 or higher for color • 2MB for B&W; 4MB for color and System 7.0

052

# WHERE IN AMERICA'S PAST IS CARMEN SANDIEGO?™

# WHERE IN AMERICA'S PAST IS CARMEN SANDIEGO?™

This exciting game turns history into a fast-paced detective adventure. Join the ACME Detective Agency and chase the notorious Carmen Sandiego and her gang as they filch famous objects from America's past.

- Covers nine periods of American history, from 986 to the Present.
- Over 1200 clues about United States historical events, important inventions and famous people.
- Includes 1300-page reference book, "What Happened When," to help decipher clues.
- Sixteen "Culprit Cards" give thumbnail sketches of each member of Carmen's all-new gang of villains, including Homer DeBrave and Lucinda Boltz.
- On-screen Chronoskimmer 450SL for fast, accurate time travel.
- Rich, realistic digitized graphics, sound effects and music.
- Dozens of clever animations help keep the action moving fast.
- Seven levels of difficulty. The more cases you crack, the tougher they get.

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R032

# WHERE IN AMERICA'S PAST IS CARMEN SANDIEGO?™

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**Install Disk**
MACINTOSH

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**DISK 1**
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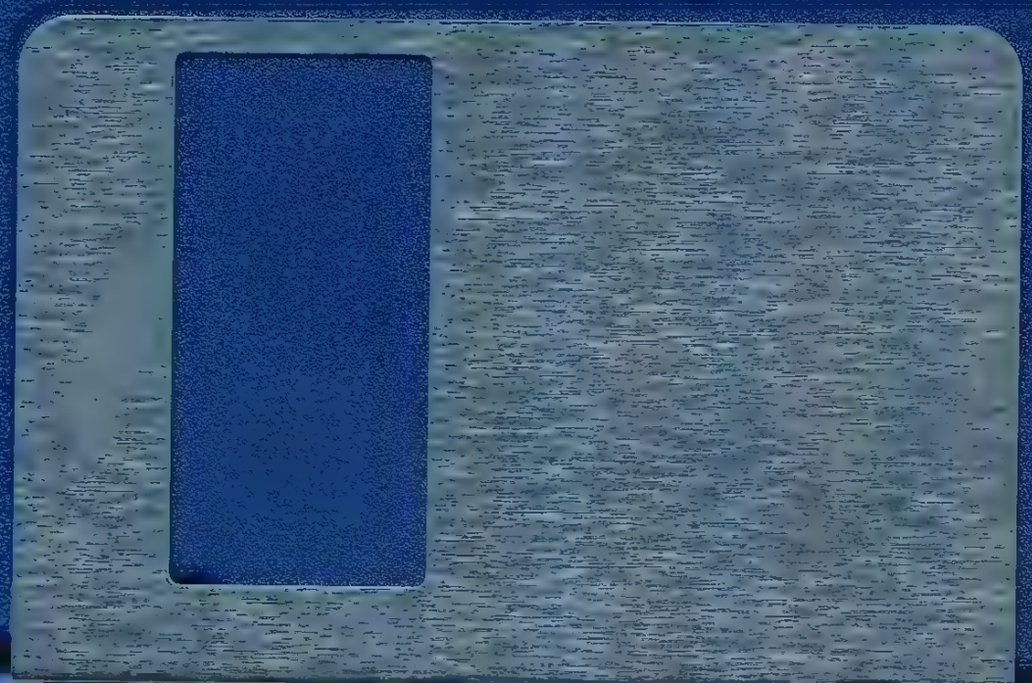

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**DISK 3**
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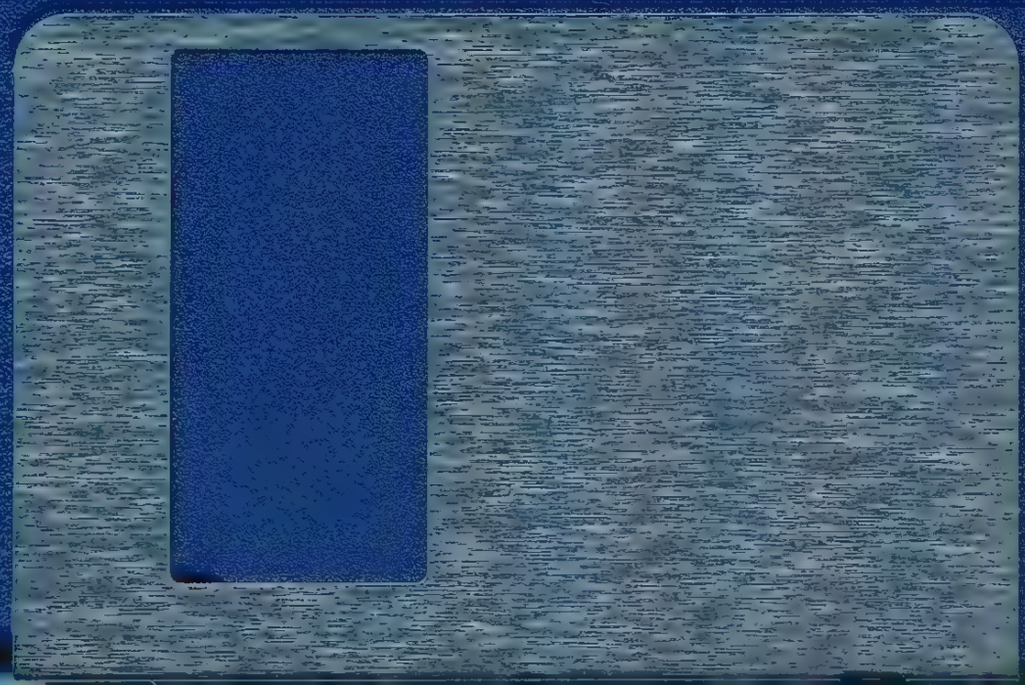

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**DISK 4**
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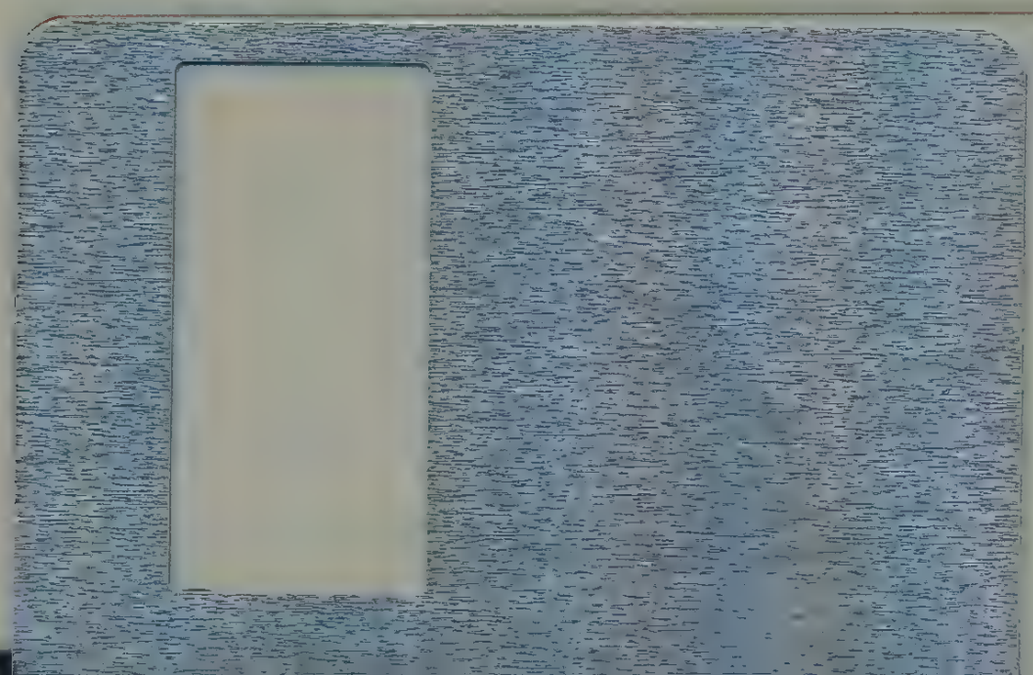

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**DISK 5**
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# WANTED

## Tippi Canoe

# Tippi Canoe

## OCCUPATION

**PART-TIME CON ARTIST AND FULL-TIME REAL ESTATE AGENT**

## DESCRIPTION

A smooth talker with a lightning-quick pen, Tippi has sold enough New York City real estate to fill the Grand Canyon ten times over. Unfortunately for her customers, none of it was ever hers to sell. Still trying to make up for the deal which sold Manhattan to the Dutch for $24, the raven-haired Iroquois recently conned a Rotterdam investor into coughing up a down payment on the Brooklyn Bridge. By batting her lovely grey eyes, she also swung a new deal for the FDR Drive. Tippi gets past the "no pets allowed" sign in her penthouse apartment by dressing up her pet coyote, Babe (named after Tippi's favorite baseball player), in a Yankee cap and a catcher's mask.

# WANTED

# Della Kitessen

# Della Kitessen

## OCCUPATION

**PROPRIETOR OF "DELLA'S CALF-A."**

## DESCRIPTION

This grey-haired matron is sole proprietor of "Della's Calf-A," a down-home diner in Grubville, Missouri. As customers rarely come there to eat anymore, the eatery now serves mostly as the Sandiego gang's Midwestern headquarters. Della's life of crime began when she was required to defend herself against the 86 food poisoning cases now pending against her. Most observers believe Della will overcome her present legal difficulties, as the blue-eyed entrepreneur is a known street-fighter from way back. For inspiration, Ms. Kitessen constantly watches her videotape of Muhammed Ali's championship bouts. She has a stable of agitated armadillos, trained to attack any and all unannounced guests, including county health inspectors.

# WANTED

## Homer DeBrave

# Homer DeBrave

## OCCUPATION

**RETIRED SLOW-PITCH SOFT-BALL PLAYER.**

## DESCRIPTION

It looked extremely bleak for Sandiego's gang that night.
Then strolled Homer upon the scene— o, what a welcome sight!
For when that black-haired, hulking figure saw them in a fix,
He said, "Stand back, I'll break that lock, just let me get my licks."

He peered in with his soft grey eyes to find the right approach. He rubbed his hands upon his chest as if a third-base coach. A six-foot pipe that weighed a ton he lifted o'er his head. And like Babe Ruth, he swung with ease that hefty piece of lead.

O somewhere in this land, crooks trade schemes with frauds; I'm sure they see no harm.
But Homer? He struck out, you see, he hit the fire alarm.

Rick Goldsmith, with apologies to Ernest L. Thayer

# WANTED

## Phil R. Yup

# Phil R. Yup

## OCCUPATION

**STREET MUSICIAN AND ONE-MAN BAND**

## DESCRIPTION

Phil was born into a family of sousaphone players from Walla Walla, Washington. Discovered by Carmen when he crashed the half-time show at the Rose Bowl, the red-haired music man joined Sandiego's gang to provide entertainment and diversion during capers. Phil is tone-deaf, so when he performs on the pennywhistle, mandolin, and bass drum, the racket drives away any possible witnesses to the heist. When not on the job, Phil relaxes by wrestling with his pet crocodile, Noodles.

# WANTED

# Laverne Onions

# Laverne Onions

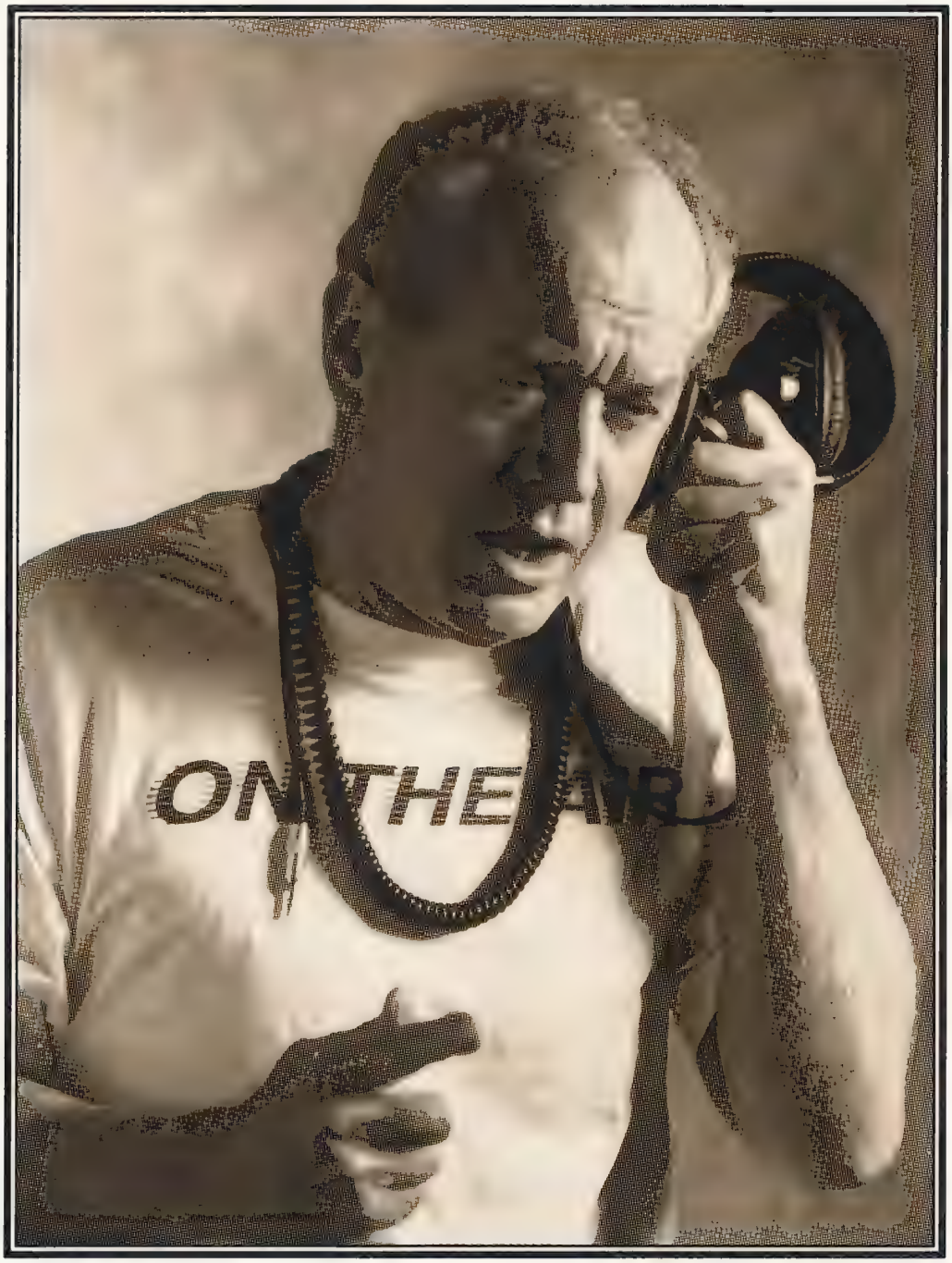
## OCCUPATION

### SHORT ORDER COOK

## DESCRIPTION

Laverne secured her job as chief cook and bottle-washer for Della by withholding the fact that she couldn't find her way around the kitchen without a tour guide. This blonde so-called chef is notorious throughout eastern Missouri for her death-defying dishes and debilitating delectables. Laverne's reputation keeps customers away from "Della's Calf-A" in droves, ensuring no one will walk in on the V.I.L.E. gang members as they're admiring the loot from their latest heist. If a wayward highway patrolman wanders up to the counter, Laverne can whip up an order of her special "salmon salmonella in mayonnaise." A shutterbug in her spare time, Laverne tries to copy the photographs of Ansel Adams, though she really doesn't know an f-stop from a bus stop.

# WANTED




## Casey Rah Sirah

# Casey Rah Sirah

## OCCUPATION

**PART-TIME DISK JOCKEY AND FULL-TIME MOTORMOUTH**

## DESCRIPTION

Casey became Carmen's press agent and propagandist and promptly sent her to the top of the charts, getting her picture on every newspaper, magazine cover and Post Office wall in the country— not exactly the kind of publicity Carmen had in mind. "I am the Greatest!" (a tribute to his idol, boxer Muhammed Ali) is the motto of this blue-eyed chatterbox. A native of Mountainhome, Pennsylvania and former head cheerleader of Hill High, Casey got his first job on radio station WHOA. When Casey's not behind the mike, he can often be seen in the company of his pet armadillo, Tex.

# WANTED

## Shlomo Replay

# Shlomo Replay

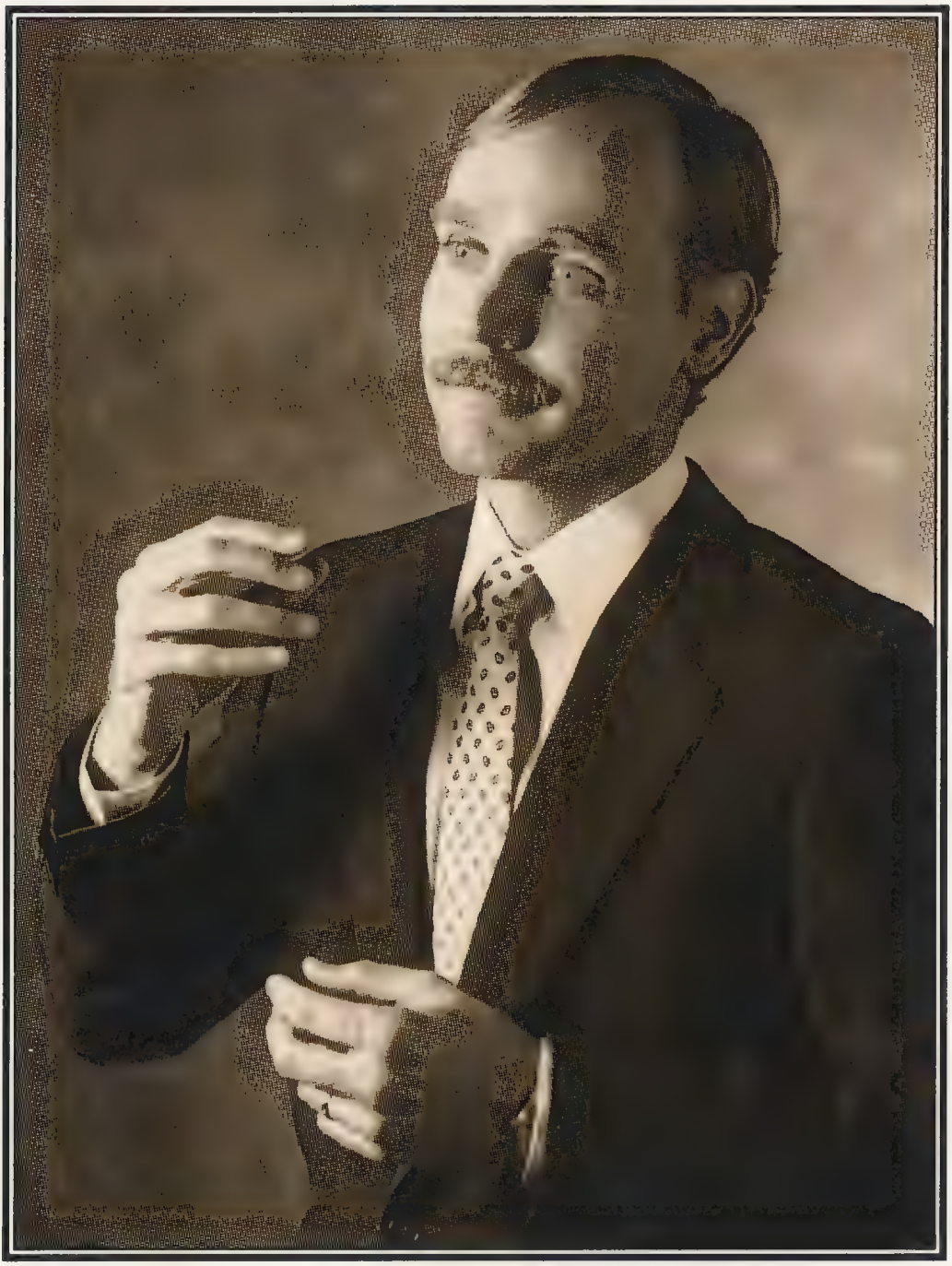
## OCCUPATION

**NEWS AND SPORTS CAMERA MAN FOR KBTZ-TV**

## DESCRIPTION

Ace cameraman for the KBTZ-TV "I Witness" news team, Shlomo is so fast he once got to a Sandiego heist before the police arrived— in fact, before the gang members arrived. Unfortunately, he forgot to put videotape in his camcorder, a lapse for which Carmen was eternally grateful. To show her gratitude, Carmen made him honorary V.I.L.E. historian. The black-haired shutterbug from Kentucky used to photograph the young Cassius Clay , who once knocked Shlomo silly when he came in a bit too close for a close-up.

# WANTED



## Skip Tumelu

# Skip Tumelu

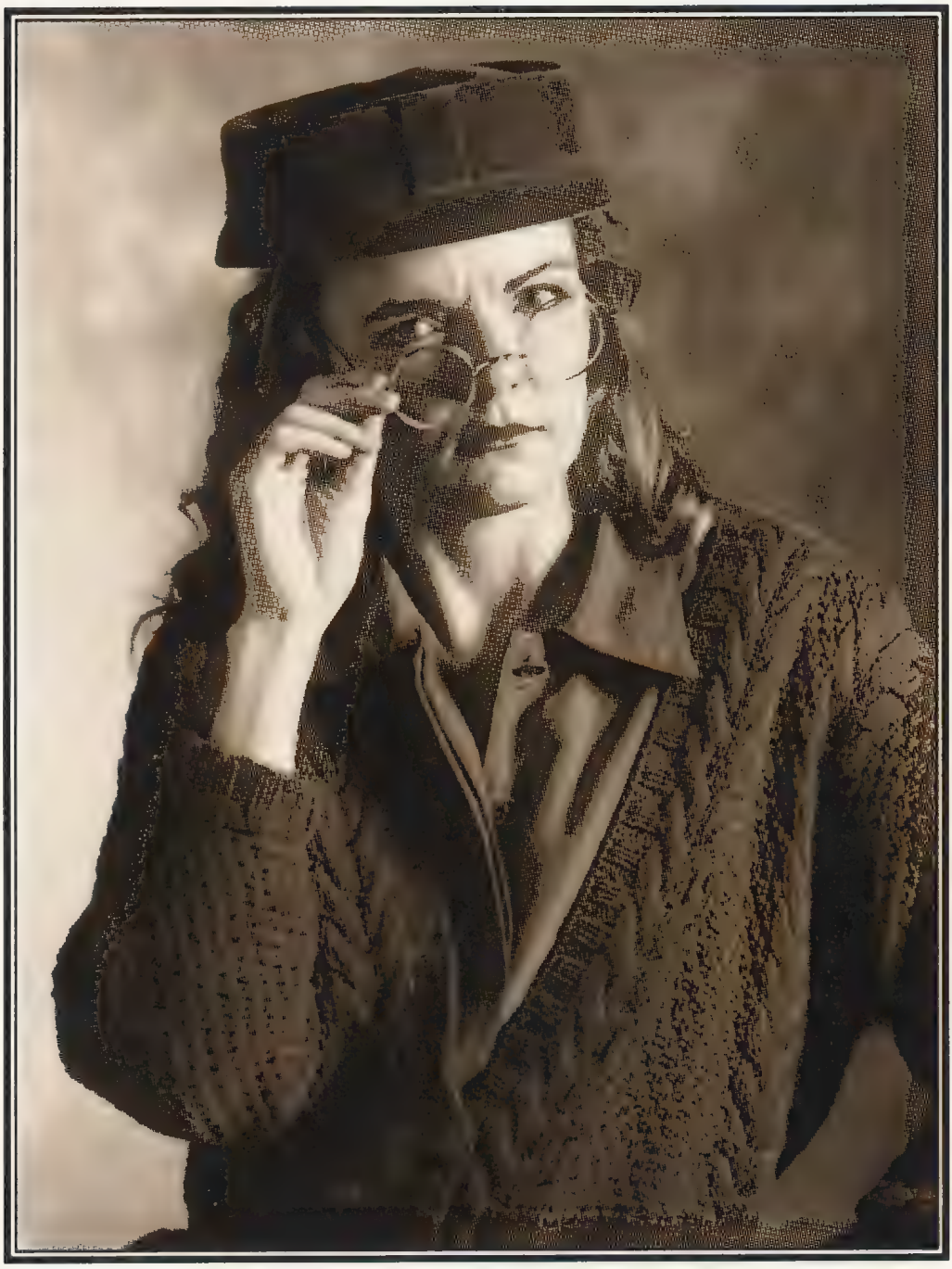
## OCCUPATION

**DEPARTMENT STORE MANNEQUIN**

## DESCRIPTION

A ten-year veteran as a department store mannequin, Skip was lured by Carmen to a life of crime by the promise of a new spring wardrobe. This straw-haired native of Wahoo, Nebraska, is now the gang's lookout. He is largely inconspicuous when standing on a street-corner, unnoticed by policemen or bystanders, although dogs and pigeons do pose a problem. Behind the vacuous stare of Skip's emerald-green eyes lies an equally vacuous mind, and even among Sandiego's motley crew there is agreement that Skip is the very definition of "airhead." Skip has a love of nature; he often goes bird-watching for bald eagles, blissfully unaware he is hundreds of miles from their natural habitat.

# WANTED



## Moms DeWerd

# "Moms" DeWerd

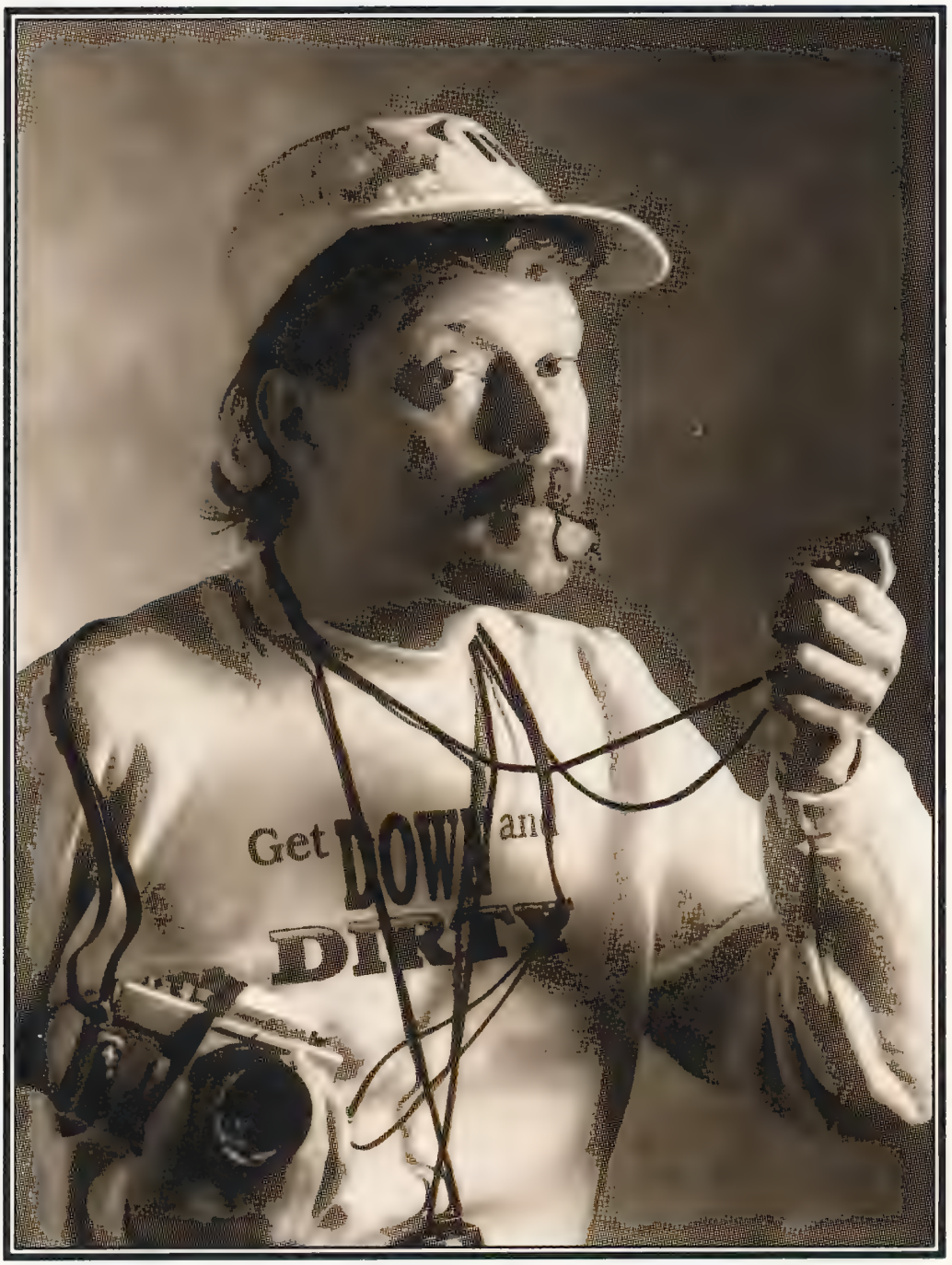
## OCCUPATION

**RETIRED CHORUS-LINER AND SEMI-RETIRED MOBSTER.**

## DESCRIPTION

Moms is the former queenpin of the Sweden-based DeWerd disorganized crime family. Now retired, the carrot-topped racketeer often advises Carmen on such knotty problems as how to evade the police, how to avoid the IRS and how to make a flaky and tasty pie crust. A showgirl in her younger days, Moms had to continuously fight off celebrity suitors from Fatty Arbuckle to Al Capone to Babe Ruth. The Babe still owns a place in Moms' heart, and his photo adorns Moms' rec room wall. This malefactress often disguises herself under a pill box hat and veil, but she can be spotted in a crowd when she travels with her pet Opossum, Zippy.

# WANTED




# Marty Graw

# Marty Graw

## OCCUPATION

### CAMP COUNSELOR AND PARTY ANIMAL

## DESCRIPTION

Marty's current scam is as recreation director at Camp Idono Ware Weeyar. The green-eyed con artist organizes egg tosses, 3-legged sack races, and Jitterbug dance marathons. Marty is wanted in three states for his fraudulent breeding scheme in which he tried to pass off a litter of crocodile pups as rare African guard dogs. He is known to brag about his alleged romances with Brenda Starr, Babe Didrikson, and Amelia Earheart.

# WANTED

## Rhoda Lottamiles

# Rhoda Lottamiles

## OCCUPATION

**BIKE MESSENGER**

## DESCRIPTION

Speed is her middle name. A bike messenger from Cedar Rapids, Iowa, Rhoda guarantees one-day service anywhere in the Great Plains (extra charge for flash flood zones and tornado alerts). This blonde bomber caught Carmen's attention the day she pulled off a job on the banks of the Rio Grande and arrived in Topeka, Kansas by noon. Unfortunately Rhoda had forgotten to buckle her saddle bags and left the loot scattered up and down Interstate 35. The green-eyed pedal queen is known to zip up to the wilds of Maine on her day off to deliver toupees to bald eagles. Among Rhoda's idols are ace pilot Chuck Yeager, tennis legend Billie Jean King, and Ukranian skateboard champ Igor "Eat My Dust" Takinov.

# WANTED

# Carmen Sandiego

# Carmen Sandiego

## OCCUPATION

**MULTIPLE AGENT AND V.I.L.E. MASTERMIND**

## DESCRIPTION

Acme's crack researchers keep on digging up anomalous facts about Carmen's checkered past. Not only has she been a paid secret agent, she's been a travel agent for Club Ned and a talent agent for the Flying Banana Brothers. It has been learned that the raven-haired architect of Villains International League of Evil (V.I.L.E.) transmits heist schemes to her band of thieves via semaphore and satellite uplink from the roof of her mountain retreat in Montana. The brown-eyed Sandiego keeps in shape for her criminal shenanigans by sled racing her team of coyotes lead by her favorite, Snookers.

# WANTED

## Leif Malone

# Leif Malone

## OCCUPATION

### NIGHT-CLUB BOUNCER AND ALL-AROUND IRRITANT

## DESCRIPTION

A chip on his shoulder and a skull-and-crossbones around his neck, Leif was voted "Most Likely to Succeed." A former junior high school disciplinarian, Leif has finally found his niche as bouncer at the gang's hangout, "Della's Calf-A." The blonde-hair, blue-eyed, brawny ruffian also happens to be a bird-lover and keeps an aviary on the roof of his apartment. Among the vultures, canaries and toucans are a pair of prized bald eagles that Leif is protecting from extinction.

# WANTED

## Lucinda Boltz

# Lucinda Boltz

## OCCUPATION

### ACE AUTOMOBILE MECHANIC

## DESCRIPTION

Lucinda Boltz knew her life was about to change forever when Carmen drove up in her 1939 Packard convertible, water pump rattling and radiator boiling over. After $89.95 in parts and labor, the grey-haired mechanic took her toolkit, prized Andrew Wyeth paintings, and her pet armadillo and threw them all into the rumble seat of the Packard. She thus became Carmen's mechanic, chauffeur and right-hand woman. When not driving a getaway car or fixing one, Lucinda likes to curl up in front of the tube and watch videotapes, her favorites being Le Mans and Billie Jean King's Greatest Moments in Tennis.

# WANTED

## Stanley Cupp

# Stanley Cupp

## OCCUPATION

### RETIRED HOCKEY PLAYER

## DESCRIPTION

After retiring from the St. Cloud Saint Bernards, perennial doormat of Minnesota's "Pee Wee Hockey League," Stanley wandered about the country trying to find himself, failing miserably because there was no one home. Carmen happened upon him one day and hired him to be the gang's receptionist— she thought he had a winning smile, in spite of his seven missing front teeth. Recurring nightmares about playing goalie have turned both Stanley's hair and eyes prematurely grey. The aging ex-hockey star now raises and breeds armadillos for racing, although he has a devil of a time finding jockeys small enough to fit in those tiny saddles.

# WANTED

## Claire Voyant

# Claire Voyant

## OCCUPATION

**FORMER TABLOID PSYCHIC**

## DESCRIPTION

Hired by Carmen to be the gang's palm-reader and all-around sage, this red-headed siren is more a jinx than an accurate forecaster. Claire's last correct prediction was in 1958, when she guessed that the new Pope would be Catholic. Inept at reading the I Ching, the Ouija Board and the U.S. Average of Economic Indicators, this emerald-eyed fortune teller spends her time scouring garage sales for original Norman Rockwell paintings. Patterning her work ethic on that of her pet Opossum, Dishrag, Claire now sleeps all day and stays up all night reading the fortunes of the V.I.L.E. gang members.

# WHERE IN AMERICA'S PAST IS CARMEN SANDIEGO?™

## USER'S GUIDE

★★★

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# EDITORIAL

We are proud to welcome our readers to the ranks of the ACME Detective Agency, the world's most resourceful sleuths. America urgently needs your keen mind and indomitable spirit.

Please report to ACME headquarters immediately for an in-depth briefing.

You will receive a thorough indoctrination on ACME'S state-of-the-art time-travel device, the Chronoskimmer 450SL.

The 450SL includes top-secret features, such as a "map" control for plotting time travel with real flexibility. There is also a computerized Travel Log for getting back on track quickly if you lose your bearings.

Please refer to your personal volume of **What Happened When**. Study this impressive tome carefully; become thoroughly familiar with its contents; guard it closely. It will become one of your most trustworthy tools in hunting down the elusive Carmen Sandiego and her gang of hooligans.

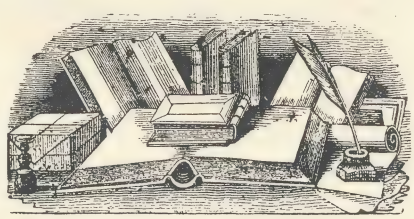
Before going on active duty, please report for a personal interview with the Chief and Stretch, the ACME crime dog. Do not be surprised if this meeting is impersonal, perhaps even brusque. The Chief and Stretch have devoted their careers to capturing Carmen, and they have little time for social chitchat.

However, as you apprehend gang members and establish your worth, the Chief and Stretch will become firm friends and enthusiastic supporters.

In the meantime, please review the enclosed materials to become familiar with your first assignment. Once and for all, these outrageous depredations must be terminated! And we believe our loyal readers have the tenacity and talents to accomplish this formidable task tout de suite!

Your country is counting on you!

The Editors



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**Vose Galleries of Boston, Inc.** - The Trapper's Last Shot; **Historical Picture Service, Inc.**-The Claremont; **Museum of the City of New York**-Harvesting Cotton; **Joslyn Art Museum** - Mahchsi-Karehde; **American Landscapes** - Ft. Ross; **Union League Club of New York** - Ships of the Plains; **The Seaver Center, Natural History Museum** - Panning for Gold; **Brown University Library** - Abraham Lincoln; **Virginia Historical Society** - Robert E. Lee; **Oliver Jensen** - The Fast Mail; **Honolulu Academy of Arts** - A Temple in the Sandwich Islands; **Culver Pictures, Inc.** - Immigrants; **Gemini Smith, Inc.** - Model T; **The Bancroft Library, University of California, Berkeley**-1906 Earthquake; **U.S. Military Academy, West Point, NY** - Uncle Sam Wants You; **Tim and Carol Mosley** - Vietnam Memorial; **NASA** - Discovery Space Shuttle; Mission Control. **Texas State Archives** - Oil Wells; **Gilcrest Museum** - End of the trail; **Scott Aronian** - ACME Building, Cable Car.

INSTALLING AND RUNNING

# WHERE IN AMERICA'S PAST IS CARMEN SANDIEGO?

## IBM/TANDY AND 100% COMPATIBLES

### WHAT YOU WILL NEED:

IBM PC®/Tandy® or 100% compatible computer.
VGA, MCGA, EGA, Tandy 16 Color, CGA, or Hercules Monochrome graphics display modes.
640K (to run VGA version) 512K (to run Tandy, EGA, CGA, and Hercules version).
Hard disk required.
Mouse, keyboard, or joystick.
Sound Blaster™, AdLib™ sound board, Roland MT-32/LAPC-1, CM-32L, or IBM PS/1 Sound Card (Optional).

The program will automatically detect video and sound equipment currently installed in your computer.
Note: If you want to run the program in an alternate video mode, type CARMEN followed by CGA, EGA, VGA, TGA, or HERC.

The program will be forced into that video mode. (Of course, your system must have the ability to run the desired graphics mode.)

Example: C>CARMEN EGA

Note: If you want to run the program in an alternate sound mode, type CARMEN followed by:

| | | |
|---|---|---|
| STDSND | = | Standard PC sound |
| TANDY | = | Tandy sound |
| ADLIB | = | Ad Lib |
| SBLAST | = | Sound Blaster * |
| MIDI | = | Roland M-32,CM-32, and LAPC-1 |
| IBMG | = | IBM PS/1 sound card |

Your system must have the appropriate sound device to work properly.
Example: C>CARMEN SBLAST
* The Sound Blaster has a switchable I/O address setting. If you have changed the I/O address jumper on your Sound Blaster card (default is 220), you must specify your modified jumper setting by typing CARMEN SBLAST2x0 (where x is a value from 1 to 6) for jumper settings 210 - 260.
Example: C>CARMEN S BLAST240 for I/O address jumper set to 240.

### TO INSTALL THE PROGRAM ONTO A HARD DISK:

Turn on your computer. Go to a DOS prompt and insert the *Where in America's Past is Carmen Sandiego?* Program Disk in Drive A. At the A>prompt type **SETUP**. You will see a menu that allows you to specify the hardware configuration of your computer. Using the up and down arrow keys, highlight the feature you want to configure and press **Enter**. Additional information is provided at the bottom of the screen.

After you have configured each feature to match your computer, highlight **INSTALL** and press **Enter**. Specify the Source Drive or press **Enter** if the default is correct. Next, specify the Destination Drive and Path or press **Enter** if the default is correct. Finally, your hard disk will be checked to assure enough space is available. If there is not enough space on your hard disk, you must escape to DOS and make room for the program. After the installation is complete, highlight **Exit to DOS** and press **Enter**. Then type **CARMEN** to run the game.

**Notice to Tandy 1000RL Owners:**
The program may not work properly on the Tandy 1000RL's sound system, therefore we recommend that 1000RL owners **not** select the Tandy sound option during the **SETUP** procedure (see above). Instead, select Standard PC Internal Speaker.

## MACINTOSH

### WHAT YOU WILL NEED:

Macintosh Plus, Classic, SE, LC, or II series computer. Hard disk required.

*Where in America's Past is Carmen Sandiego?* requires Color QuickDraw to run in color mode. Color QuickDraw is included with System 6.0.5 and higher. If you have an earlier system and wish to play *Where in America's Past is Carmen Sandiego?* in color, consult your dealer for a system update. Otherwise, *Where in America's Past is Carmen Sandiego?* will only display in black and white.

The color version of *Where in America's Past is Carmen Sandiego?* was created to run under System 6.0.7 and up. The black and white version was created to run under System 6.0.4 and up. Running either the black and white or color version under System 7 requires 4MB of RAM. To run the black and white version on systems lower than System 7 requires a computer with 2MB of RAM.

The black and white version of *Where in America's Past is Carmen Sandiego?* requires 1.2MB of RAM. If you are running the program on a computer with 2MB, your system should then require/utilize 800K of RAM. If you have any inits or DA's which may interrupt game play or use needed memory — automatic screen savers for example — you will want to turn them off before you begin play.

### TO INSTALL THE PROGRAM ONTO A HARD DISK:

Before running the America's Past Installer you should disable anti-virus software such as Virex® as it will interfere with the install process.

You will need at least 6.5MB of available space on your hard disk to install the color version of *Where in America's Past is Carmen Sandiego?* 3.5MB of hard disk space is required to install the black and white version and 10MB is required to install both.

**1.** Insert Install Disk and double-click on the Installer icon which appears in the window.

**2.** Click **OK** at the Installer screen.

**3.** The Easy Install screen is now displayed. If you choose **INSTALL** at this point you will install both the color and black and white versions of the program onto your hard disk. If this is what you would like to do, click on **INSTALL** and jump to item 5 in these instructions. To install only the color or black and white version, click on the **CUSTOMIZE** button.

**4.** The Customize option will allow you the choice of installing the color, black and white, or both versions of the program onto your hard drive. Select which option you desire by moving the mouse icon over the desired version and click the mouse. Once you have made your choice, click on the **INSTALL** button to copy that version to your hard disk.

**5.** Follow the prompts as the Installer ejects each disk in turn and requests the next one. An animation will display after you've put in the last disk showing the progress of the installation.

**6.** Click **QUIT** when the install procedure is finished. You will find a new folder on your hard drive titled **Carmen America's Past.**

**7.** Open the folder and then double-click on the **CARMEN** icon to begin the game.

**Additional Macintosh Specific Information:**

**1.** The color version of the program only supports 256 color mode. To make sure your monitor is set to 256 colors before launching the program, pull down the Apple menu, select Control Panel (or Control Panels in System 7), then select monitor(s), highlight 256 and select colors.

**2.** Under the File Menu (found at the top of the screen), you'll find the following options:

| OPTION | ACTION |
|---|---|
| Size | Toggles between a black background or the desktop as a background |
| New Case | Ends current case and begins a new one |
| Save Case | Saves a case in progress |
| Introduction ⌘I | Replays the opening sequence |
| Full Screen | Toggles between a full screen version or a windowed version |
| Sound | Toggles all sound on or off (including music) |
| Music | Toggles music on and off |
| Quit ⌘Q | Saves current case and returns to the desktop |

# APPLE II

## WHAT YOU WILL NEED:

Apple IIe/IIc or IIGS with 128K. If you are using the 5.25" version, two disk drives are recommended to operate the game. Mouse, keyboard or joystick.

## TO LOAD THE GAME

If you are using the 3.5" version, place the 3.5" disk in the drive and turn on the computer.

Note: if you are running *Where in America's Past is Carmen Sandiego?* on an Apple IIGS and Apple IIC+, you should set the system speed of your computer to Normal in the Control Panel. If you are not sure how to do this, you'll need to refer to your computer's user's guide for assistance. If you are using the 5.25" version, simply place Disk 1 (label side up) in Drive 1 and place Disk 3 (label side up) in Drive 2 and turn on the computer. Be prepared to flip disks when prompted by the program.

## TO INSTALL THE PROGRAM ONTO A HARD DISK:

If you wish to install *Where in America's Past is Carmen Sandiego?* onto a hard disk, you must have a 3.5" disk dive.

Please follow these simple steps:

**1.** Create a new folder on your hard disk and call it **CARMENAP.**

**2.** Insert the 3.5" version of the program into the drive and open the disk titled **CARMEN.AP**

**3.** Now select **CARMENAP.SYSTEM, CARMEN.APA, CARMEN.APB, CARMEN.APC, CARMEN.APD** and drag them into the **CARMENAP** folder:

Note: Do not copy the **ProDOS** file.

Once all of the files have been copied to the hard disk, store the 3.5" disk in a safe place.

To play, open the CARMENAP folder (newly created on your hard disk) and double-click on the **CARMENAP.SYSTEM** icon.

## USING THE PROGRAM

To select an on-screen item use either the keyboard cursor keys, a joystick, or a mouse. If you are using the cursor keys, the on-screen arrow will jump to "hot spots" on the screen when the left, right, up, or down keys are pressed.

When the on-screen arrow is over your selection, press ENTER, button #1 on your joystick, or click the mouse button.

## SHORTCUT KEYS

Pressing the following keys or combination of keys will perform special tasks:

ESC = Leave a screen or cancel a selection
Enter = Select choice
ALT-A = Toggle only ambient music on or off (IBM only)
ALT-S = Toggle all sound including ambient music on or off

In the MAP screen, pressing the Z key will allow you to Zoom in on a region and the R key will allow you to Return to the map and timeline screen. (IBM only.)

WM. COUPLAND'S

*LIVERY STABLES,*

Harmony Street,

RUNNING FROM THIRD TO FOURTH,

Between Chesnut and Walnut Streets,

HORSES AND CARRIAGES,.....BAROUCHES.

GIGS, SADDLE HORSES, &c.

TO HIRE.

HORSES TAKEN IN AT LIVERY.

*Travellers Accommodated on the most reasonable terms.*

# TO GET HOT ON THE CASE!

Load *Where in America's Past is Carmen Sandiego?* The title sequence can be interrupted by pressing any key. Use the cursor keys or mouse to move the select arrow on-screen.

Enter the ACME Building and check in with the agent at the desk. She will assist you in signing the duty roster form. Once you are signed in, you'll be ushered into a meeting with the Chief who will present you with the Chronoskimmer 450SL. Once the Chronoskimmer 450SL has powered up, you will be filled in on the details of your case. Make sure you note the gender of the suspect and your deadline for solving the crime.

Selecting the SEARCH button will allow you to gather information by choosing one or all of three options. The options are: Ask Bystander, Consult Source, and Listen In. These options will allow you to discover clues on the criminal's next destination. Selecting the MAP button lets you enter the coordinates for time travel to a region and time in American History. Once you have plotted your course, select the LAUNCH button to travel to the desired location. The RECORDS button allows you to enter clues to the suspect's identity or to check the V.I.L.E. (Villain's International League of Evil) henchmen dossiers. To make your selection, simply move the cursor to the desired location and click on the option until your clue is displayed. If you think you have sufficient information entered to identify a criminal and obtain a warrant, move the cursor and select the COMPUTE button. If you have sufficient information to identify the criminal, a warrant will be issued. If not, you will be given a list of possible suspects.

# WORKING AT THE ACME DETECTIVE AGENCY

## SIGNING IN FOR THE FIRST TIME: THE DUTY ROSTER

After the title and credit screens, you'll begin the game in front of the ACME Detective Agency. To bypass these screens you may press a key or click the mouse button. However, we suggest that you watch them at least once, since the screens set the tone for the entire game. Enter the front door and meet ACME's agent at the desk, Nancy. She will give you the Duty Roster that you must sign before you can continue. This list can contain up to twenty-four ACME Detectives. Once you've entered your name, your rank, and number of solved cases, your current employment status will be entered and updated for future records. Therefore, the next time you sign in, you do not need to enter your name. Simply highlight your name and select it, then you'll be able to pick up where you left off. If you wish to delete a name from the roster, just highlight the name to be deleted and press the DELETE key. If you make a mistake while you are filling out the form, use the BACKSPACE key to erase your mistake and retype your name.

Nancy will now direct you into the Chief's office where you will meet him and the ACME Crime Dog, Stretch. The Chief is a busy man and you'll have to prove your worth to both the Chief and Stretch before they will accept you. There is work to be done and the Chief will hand over the latest in time travel equipment: the Cronoskimmer 450SL. Once the Chronoskimmer powers up, you're ready to begin tracking V.I.L.E. henchmen.

## RESUMING A SAVED CASE

After you sign the Duty Roster, Nancy will recognize that you are not a rookie detective and ask if you would like to continue a case in progress or start a new one. To resume a case, simply click on (Y).

If you choose to resume a case you will be placed in exactly the same place you left off. The program will update you on the necessary details of the case.

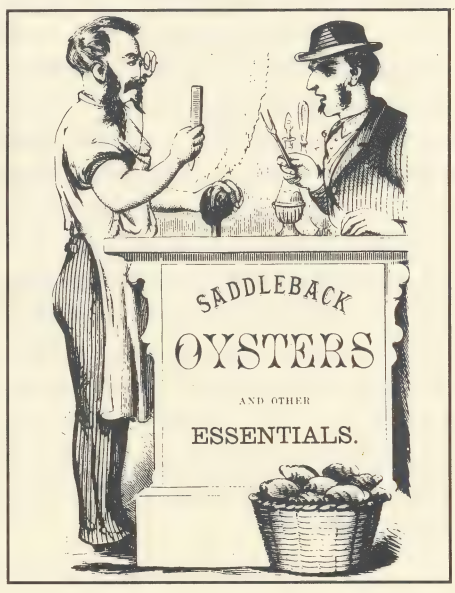
If you choose to start a new case, you will be ushered into the Chief's office for instructions.

## YOUR ASSIGNMENT

Your Chronoskimmer will run through its on-board diagnostics and then connect you with the Chief who will issue your assignment.

You'll be told what treasure was stolen, where it was stolen from, whether the criminal was male or female, and how much time the Federal

**continued on page 6**



## WORKING AT ACME

*continued from page 5*

Time Commission has authorized for the use of your Chronoskimmer 450SL.

### OBJECT OF THE GAME

The thief is heading for a hideout in one of 45 locations in time and place. There are sixteen possible suspects for the crime. To win the game and advance your career with ACME, you must accomplish two tasks before your deadline:

1) Track the V.I.L.E. henchman to his or her final destination. You'll have to use clues you find in each location to determine where the henchman is going next.

2) Identify the V.I.L.E. henchman and get a warrant for his or her arrest. You'll receive clues to the henchman's identity as you search the scene.

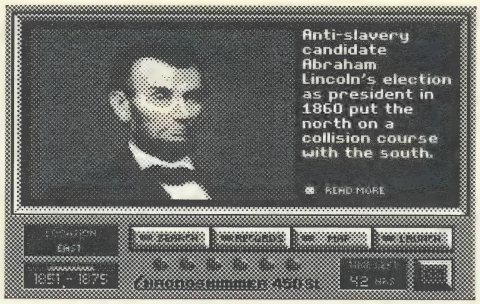
Warrants are issued based on the information you've entered into the Evidence Database. Therefore, as you find clues to the henchman's identity, be sure to log them into the Evidence Database. The use of the Chronoskimmer 450SL and the Evidence Database will be explained fully in the next section of the Chronoskimmer 450SL User's Manual.

You must obtain a warrant for the guilty henchman before you catch up with him or her. Otherwise, the henchman will escape and you'll be forced to return to ACME empty handed.

As you complete cases you will receive promotions. You will start as a Greenhorn and as you move up through the ranks you will become a Tenderfoot, Jr. Birddogger, Birddogger, Jr. Tracker, Tracker, Scout and SuperScout. Completing your course of duty as a SuperScout will allow you to be inducted into the Hall of Fame. You can view the list of Hall of Famers by clicking on the Hall of Fame option found under the RECORDS button on the Chronoskimmer 450SL. Once you've been inducted into the Hall of Fame and have solved 80 cases, you are retired from active duty. You may continue to serve ACME by signing in under an alias.

# CHRONOSKIMMER 450SL

## USER'S MANUAL


Anti-slavery candidate Abraham Lincoln's election as president in 1860 put the north on a collision course with the south.
READ MORE

### LOCATION WINDOW

The location window displays a graphic representation of the time and region you are visiting. Useful information is displayed on the right hand portion of this screen.

### CURRENT LOCATION INDICATORS

Your current location and time appear at the far left of the Chronoskimmer 450SL.

### TIME REMAINING INDICATOR

The Federal Time Commission allows you to use the Chronoskimmer 450SL for a designated amount of time. You are supplied with this information at the beginning of each new case. The Time Remaining Indicator keeps track of time spent on each case. You'll have until this indicator reaches a 00 time reading to solve your case.

### READ MORE

Selecting the READ MORE button will allow you to read the remaining information listed for each location. Once selected this option will change to READ AGAIN. Selecting READ AGAIN will return you to the beginning of the location text.

## THE BUTTONS

The buttons located on the lower portion of the Chronoskimmer 450SL control the overall function of the machine.

### SEARCH BUTTON

Selecting the SEARCH button lets you ASK BYSTANDER, CONSULT SOURCE, and LISTEN IN to find clues to the V.I.L.E. henchman's next destination.

### RECORDS BUTTON

Selecting the RECORDS button lets you use the Chronoskimmer to perform the following activities.

#### WARRANT

Under this selection you'll find the Evidence and Dossier options.

*Evidence* - Allows you to enter information into the Chronoskimmer 450SL's Evidence Database. When you have enough information gathered, you may apply for a warrant by selecting the COMPUTE button. This checks your notes in the database against all of the gang's dossiers. If it finds a single match you are issued a warrant. If more than one gang member's dossier matches the clues you've entered, you are given a list of possible suspects. You'll need to collect more clues to get a warrant issued.

*Dossiers* - Under dossiers is a collection of the sixteen V.I.L.E. henchmen that you'll be tracking. From time to time it may prove beneficial to reference this information.

#### TRAVEL LOG

Since the Chronoskimmer 450SL can transport you anywhere through America's past at any time, the Travel Log will keep an account of your journey. When this screen is displayed, small diamonds are used to indicate the correct locations you've visited. (Apple II version uses small squares.) If you find yourself in a wrong location, use the Travel Log to get yourself back on track.

#### DUTY ROSTER

The Duty Roster lists all of the agents employed by the ACME Detective Agency and their rank. If you are playing the game, you are listed on this roster.

#### HALL OF FAME

Only those elite detectives who have

**continued on page 7**

## CHRONOSKIMMER 450SL USER'S MANUAL

*continued from page 6*

had the ability to persevere and catch Carmen Sandiego are put into the Hall of Fame. This is the ACME Detective Agency's highest award of honor to its employees.

### GAME OPTIONS

This option allows you to:

*Save Case* - Save current case in progress so you may continue at a later time.

*Get New Case* - Give up on current case and begin a new case from the start.

*Sound is On/Off* - Allows you to turn all sound on or off.

*Ambient Music is On/Off* - Allows you to turn only the background music on or off (IBM only).

*Quit Game* - Enables you to quit out of the game. If you choose this option by mistake, don't worry, you will be asked if you really want to quit and given a chance to get back into the game. Note: Macintosh user's will find these options in the File Menu.

### MAP BUTTON

When you select the MAP button the Chronoskimmer 450SL displays the Destination Map and Timeline. The Map allows you the ability to select one of five geographic regions and the Timeline gives you the ability to select one of nine time periods.

The regions are broken into West, Midwest, East, Southwest, and South. The Timeline is broken into nine twenty-five year increments starting from before 1800 to the present. In order to select a destination, simply click on the desired region (on the Map), then click on the desired increment (on the Timeline). Once you have completed this task select the LAUNCH button to travel to the destination you have chosen.

### ZOOM

Also located on the Destination Map screen is the ZOOM button. This option allows you to focus in on each region and get a closer look at each of the states contained in that region. Also, the date each state was admitted to the union is included in this section for your review. To zoom in on a region, simply click on the desired region and then click on the ZOOM button. Double clicking on a region with a mouse, pressing the Enter key twice (rapidly), or pressing the Z key will also bring you to the zoom screen (not on Apple II). To return to the Destination Map and Timeline screen, click on the button marked RETURN located at the bottom right of the ZOOM screen, or press <ESC>.

### LAUNCH BUTTON

Once you have plotted your desired course for time and regional travel, click on the LAUNCH button to activate the Chronoskimmer 450SL's travel sequence.

### ELECTRONIC MAIL BUTTON

ACME headquarters will contact you via Electronic Mail when they receive information about the V.I.L.E. henchman's identity. To access this information, click on the button with the envelope icon located in the lower right corner of the Chronoskimmer 450SL. You'll want to store this information in the Warrant Database until you are ready to get a warrant for the suspect's arrest.

## SOLVING A CASE

If you track the V.I.L.E. henchman to his or her hideout with the proper warrant and still have time remaining, you will have successfully solved the case. At this point, Stretch, the ACME crime dog, will take over and sniff out the villain. If you have done your job correctly, you will see the villain caught and brought to justice. The stolen item will be returned to its proper place in time and history. If you continue to do a good job you will earn promotions and respect from the other employees at ACME.

If you catch up to the V.I.L.E. gang member but do not have a warrant, have an incorrect warrant, or run out of time, the villain will go free. ACME will give you another chance to prove your ability and as you start solving cases, you'll be promoted in no time.

## AN IMPORTANT MESSAGE FROM THE CHIEF OF ACME

### FOR FIRST-TIME DETECTIVES

Do not waste time! Always keep an eye on the Chronoskimmer 450SL's Time Remaining Indicator. Do not travel to a destination unless you're sure it's the one to which the suspect has fled.

You are on the right track when you see a suspicious person or occurrence on the Chronoskimmer 450SL's view screen. The suspect you are chasing uses other V.I.L.E. operatives to check you out when you are getting too close. If you interrogate a bystander and they know nothing, you're in the wrong location.

Watch out for wild animals and sneak attacks, they indicate you're closing in on the suspect's hideout. Check that you have a correct warrant or else the suspect will get away. If time permits, you may want to return to a previous location, gather more clues, check the dossiers and obtain a warrant.

Many ACME detectives find it a good idea to keep notes on paper as they gather clues. Remember to use **What Happened When** to help you solve a clue. My best detectives use all tools at their disposal to nab the crook.

Don't get discouraged. Even a Scout Level Detective can't solve every case. The more you play, the better you'll get. Remember that as you rise up in the ranks, the cases become more difficult.

With a little perseverance and dedication, I'm sure that you will become one of the finest detectives that ACME has ever employed. Good luck and I'll look for your name in the Hall of Fame.

The Chief

The Chief and Stretch

# COPY PROTECTION

*Where in America's Past is Carmen Sandiego?* does not use disk based copy protection. It is advisable to make one backup copy of the disks, store the originals in a safe place and use the duplicates to play the game. *Where in America's Past is Carmen Sandiego?* uses off-disk copy protection. At each promotion to the next detective level, you will be asked to look up and type in a word from the **What Happened When** reference book included in this package. Simply follow the directions on-screen to complete your promotion.

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If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund's Technical Support Department at 415/382-4700 between the hours of 8 a.m. and 5 p.m. (Pacific Time), Monday through Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided, Brøderbund will inform you how to obtain a corrected program disk (or, at Brøderbund's option, Brøderbund may authorize a refund of your purchase price).

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## Disk Replacement Policy

If any disk supplied with this product fails within ninety (90) days of purchase for any reason other than accident or misuse, please return the defective disk together with a dated proof of purchase to Brøderbund Software-Direct®, P.O. Box 6125, Novato, CA 94948-6125, for a free replacement. This policy applies to the original purchaser only.

Brøderbund will replace program disks damaged for any reason, whether during or after the ninety (90) day free replacement period, for $5 per disk plus a postage and handling charge of $2.50 per request. For programs that originally include 3 or more program disks, send just $15.00 and $2.50 postage and handling per request. This policy will be followed as long as the program is still being manufactured by Brøderbund.

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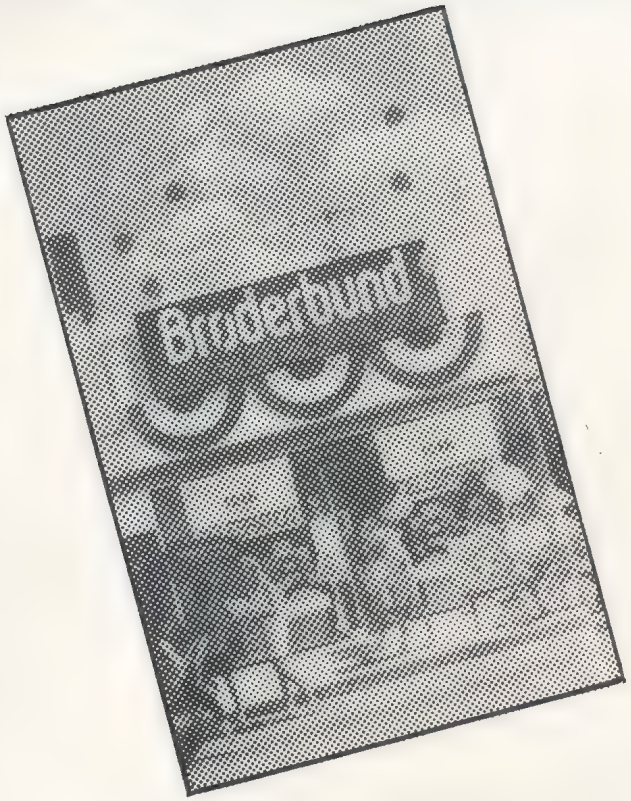

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# *A Chance to Win*

# FREE SOFTWARE

Fill out the questionnaire on the reverse side and enter our monthly drawing. Every month a name is selected from the returned questionnaires. The winner chooses FREE software from a featured selection. The more questionnaires you return, the better your chances of winning...It's that easy!

We will also add you to our mailing list enabling you to receive new product announcements, update information and more.

Please take a few minutes to respond to the following questions and send the card to us. This will assist us in providing you with the first-rate software you deserve.

*After completing the questionnaire, fold card in half, seal and mail.*

SEAL HERE

Name _____ Title _____

Organization/School _____

Address _____

City _____ State _____ Zip _____

Phone number (day) _____ Phone number (eve) _____

Product title: _____ Computer type: _____

**Please circle your overall rating of this product:**

Excellent Good Average Fair Poor

**What do you like most about this product?** _____

_____

_____

**Any problems?** _____

_____

**What influenced you to purchase this product?** _____

_____

**How many Brøderbund products do you own?** _____

**What is the age of the person who will use this program most often?**

01 ☐ Under 6 03 ☐ 13 - 18 05 ☐ 25 - 34 07 ☐ 45+

02 ☐ 7 - 12 04 ☐ 19 - 24 06 ☐ 35 - 44

**Is the person:** 08 ☐ Male 09 ☐ Female

**Was this program purchased for use in your:**

10 ☐ Home 11 ☐ Business 12 ☐ School

**Of which of the following magazines have you read at least 3 out of the last 6 issues?**

13 ☐ A+/inCider
14 ☐ Compute!
15 ☐ Computer Fun & Games
16 ☐ Computer Gaming World
17 ☐ Compute's PC Magazine
18 ☐ Game Players' Guide to PC Games
19 ☐ Games Magazine
20 ☐ PC Computing
21 ☐ PC Games
22 ☐ PC Magazine
23 ☐ PC Resource
24 ☐ Personal Computing

Return Address

LETTER
POSTAGE
REQUIRED

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